# Curriculum Intent, Implementation and Impact Statement

## Our Intent

At Darwen St James we want pupils to be MASTERS of technology and not slaves to it. Technology is everywhere and will play a pivotal part in students' lives,. Therefore, we want to model and educate our pupils on how to use technology positively, responsibly and safely. We want our pupils to be creators not consumers and our broad curriculum encompassing computer science, information technology and digital literacy reflects this.

We want our pupils to understand that there is always a choice with using technology and as a school we utilise technology (especially social media) to model positive use. We recognise that the best prevention for a lot of issues we currently see with technology/social media is through education. We recognise that technology can allow pupils to share their learning in creative ways. We also understand the accessibility opportunities technology can provide for our pupils. Our knowledge rich curriculum has to be balanced with the opportunity for pupils to apply their knowledge creatively which will in turn help our pupils become skilful computer scientists.

We encourage staff to try and embed computing across the whole curriculum to make learning creative and accessible. We want our pupils to be fluent with a range of tools to best express their understanding and hope by Upper Key Stage 2, children have the independence and confidence to choose the best tool to fulfil the task and challenge set by teachers.

## Implementation

To ensure high standards of teaching and learning in computing, we implement a curriculum that is progressive throughout the whole school. Our implementation of the computing curriculum is in line with 2014 Primary National Curriculum requirements for KS1 and KS2 and the Foundation Stage Curriculum in England. This provides a broad framework and outlines the knowledge and skills taught in each key stage. Computing teaching  will deliver these requirements  through our half-termly units. Our Computing progression model is broken down into three strands that make up the computing curriculum. These are Computer Science, Information Technology and Digital Literacy. **Computer Science** underlines the knowledge and skills relating to programming, coding, algorithms and computational thinking. **Information Technology** underlines the knowledge and skills relating to communication, multimedia and data representation and handling. **Digital Literacy** underlines the knowledge and skills relating to online safety and technology uses all of which are covered weather combined or discreetly.

We use and follow the Purple Mash scheme of work from Year 1-6, ensuring consistency and progression throughout the school. We recognise that computing is a specialist subject and not all teachers are computing specialists. Computing lessons are taught by our teaching staff with additional support from our computing coordinator. The Purple Mash scheme of work enables clear coverage of the computing curriculum whilst also providing support and CPD for less confident teachers to deliver lessons. Lessons are broken down into weekly units, usually with two units taught per half-term. Units are practical and engaging and allow computing lessons to be hands on. Units cover a broad range of computing components such as coding, spreadsheets, Internet and Email, Databases,Artificial Intelligence, Micro:bits, Communication networks, touch typing, animation and online safety.

Children across the Early Years Foundation Stage have their own bespoke curriculum, building on the 3 prime areas of learning and exploring a range of different computing skills, including simple algorithms, coding and taking photographs.

Teachers should ensure that ICT and computing capability is also achieved through core and foundation subjects and where appropriate and necessary ICT and computing should be incorporated into work for all subjects using our wide range of interactive ICT resources.

Through our Purple Mash subscription our teachers can deliver thematic, cross curricular lessons that also follow children's interests and provide flexibility. Purple Mash has an online portal of age-appropriate software, games and activities as well as topic materials and materials to support children's learning in other subject areas for all key stages.

Computing lessons will also use the design and make using the 2Animate software and make links with maths through spreadsheets using 2Calculate.

Teaching computing is practical and engaging and a variety of teaching approaches and activities are provided based on teacher judgement and pupil ability. We have a wide range of resources to support our computing teaching including Chromebooks and smartboards across all classes. Pupils may use this equipment independently, in pairs, alongside computing support or in a group with the teacher or LSA. Teachers and pupils are also aware of the importance of health and safety and pupils are always supervised when using technology and accessing the internet.

Our pupils are fully encouraged to engage with computing and technology outside of school. Each teacher and pupil at Darwen St James has their own unique Purple Mash login and password. Computing work can be stored and saved using pupil log in details and homework or '2do's' can also be set for pupils to access and complete tasks at home that link with their current class learning.

We provide a variety of opportunities for computing learning inside and outside the classroom. Computing and safeguarding go hand in hand and a we provide a huge focus on internet safety inside and outside of the classroom. Additional to all pupils studying an online safety unit through their computing lessons, every year we also take part in National Safer Internet Day in February. The Computing co-ordinator alongside class teachers will plan additional internet safety lessons and activities to take part in following a specific yearly theme. Internet Safety assemblies are also held as well as parent internet safety workshops and parent home activities.

## Impact

Our Computing Curriculum is high quality, well thought out and is planned to demonstrate progression and build on and embed current skills. We focus on progression of knowledge and skills in the different computational components and alike other subjects discreet vocabulary progression also form part of the units of work.

If children are keeping up with the curriculum, they are deemed to be making good or better progress.

We measure the impact of our curriculum through the following methods:

- Pupil discussions and interviewing the pupils about their learning (pupil voice).
- Monitoring with our subject computing lead visits.
- Written feedback provided on all completed work and 2Do's.
- Opportunities for dialogue between teachers.
- Photo evidence and images of the pupils practical learning.
- Viewing the work completed on Purple Mash.
- A reflection on standards achieved against the planned outcomes.
- Learning walks and reflective staff feedback (teacher voice).
- Dedicated Computing leader time.
- Monitoring of children's work
- Assessing the children's progress against the national curriculum.